

## All City Athletic Conference Softball Rules

### GAME TIME, FORFEITS, TIE GAMES, COMPLETE GAMES, RUN LIMITS, AND MAKE-UP GAMES

- **Game time** - Each game will be seven innings. **No new inning will begin after 50 minutes.**
- **Forfeits** – Game time is forfeit time
- **Complete Games** – Three and one-half complete innings is considered a full game, unless called by time.
- **Run Rule** - Any team ahead 15 runs after 3 innings or 50 minutes will be declared the winner.
- **Run Limits** – Teams are limited to 6 runs per inning. Exception: If either team is down by more than 6 runs at their last at bats, that team will be allowed to score as many runs needed to tie the game plus up to 6 additional runs.
- **Tie Game** – Games that are tied at the end of six innings will be decided using the International Tie-Breaker (play continues with the last out from the previous inning starting on second base.) Tie-breaker innings are only played if they fall within the time restriction. Games that are tied after the time limit is up will be recorded as ties in the standings.
- **Dropped third strike**- Batters may not run on dropped third strikes.
- **Stealing:** Stealing of second and third base only is allowed. Runners may leave only after the pitch has crossed the plate.
- **Make-up Games** – All postponed games will be rescheduled **if feasible to do so.**
- **Batting Line Up** - All players present will be placed in the team's batting order. Unlimited substitution at all fielding positions. (Exception: Pitcher removed from the position due to trips to the mound by coach.) Pinch runner may only be used for injured player. Pinch runner will be the last out in the line-up. It is recommended that all players be rotated to different fielding positions and that if a player doesn't start one game, that player should start the next.
- **Pitching:** Pitching is slow pitch with a visible arch. The pitcher must start from the standing position. No windmill windups.
- **Fielders:** Teams may play 10 players in the field. The fielders will consist of a pitcher, catcher, four infielders and four outfielders.
- **Bunting:** No bunting is allowed.
- **Other rules:** Refer to ASA rules.

### PRE-GAME

#### **Ineligible players**

The City of Tempe must register all players before they can practice or play in games. Coaches that play ineligible players will not be allowed to coach.

#### **Uniforms and Jewelry**

- All players must wear the league-issued uniform in order to play the game.
- No jewelry (rings, bracelets, watches, necklaces, etc.) is to be worn by the players. Exception: Stud earrings will be allowed.
- Coaches are also required to wear a city issued coaching shirt to participate.
- **Temporary tattoos are not permitted. Permanent tattoos are allowed.**

#### **Footwear**

- Metal cleats, of any kind, are not to be worn by coaches or players.